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2,673,738

GAME BOARD

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2 Sheets-Sheet 1

Fig. 1.

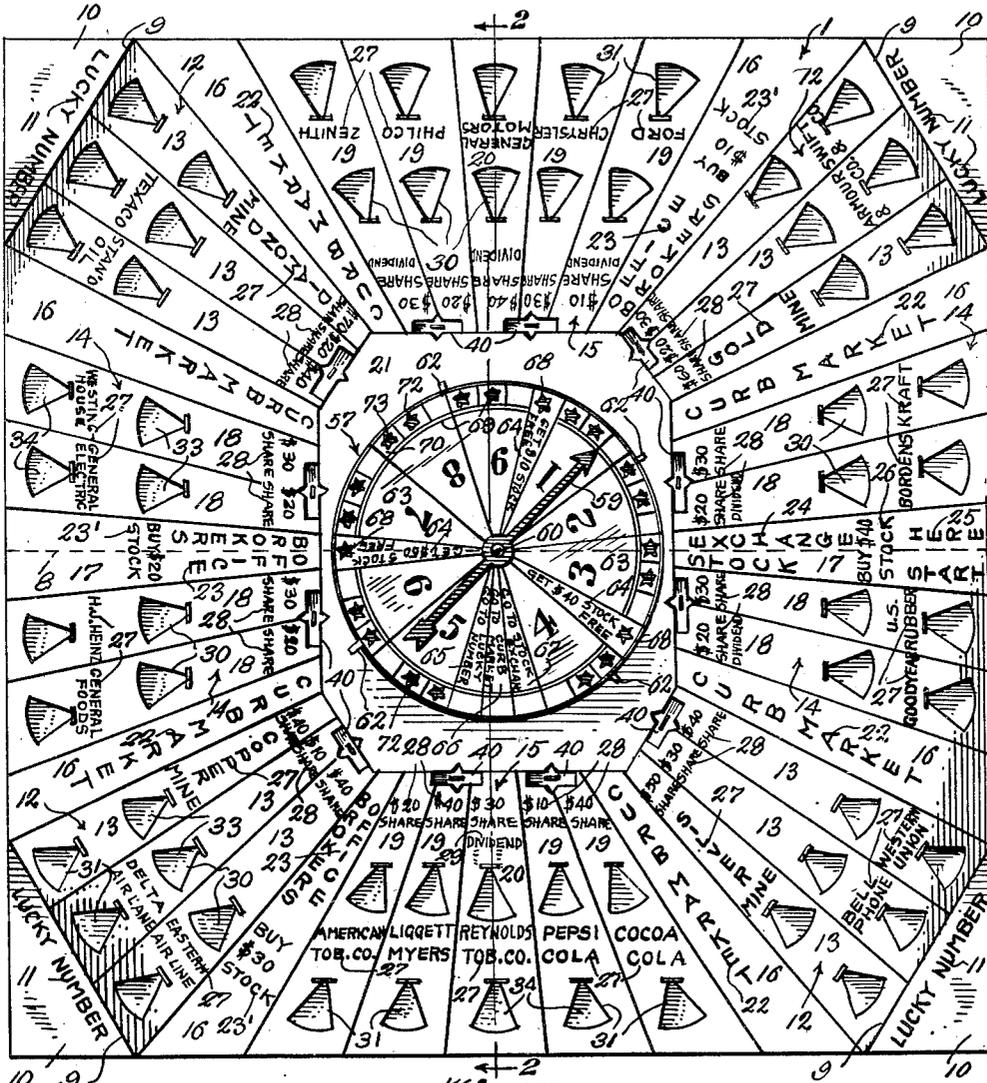


Fig. 11.

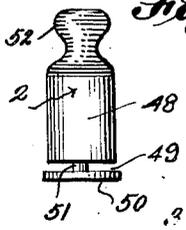


Fig. 12.

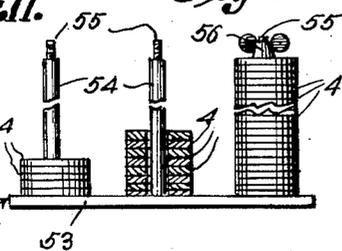


Fig. 13.



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# UNITED STATES PATENT OFFICE

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## GAME BOARD

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3 Claims. (Cl. 273-135)

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This invention relates to games and more particularly to a game known as Stock Exchange and one object of the invention is to provide a game apparatus consisting of a game board of improved construction and companion elements by means of which a game simulating trading in stocks on the stock exchange may be played by from two to five persons.

Another object of the invention is to provide a game board formed of upper and lower sheets or plies between which is mounted an intermediate sheet of such formation that disks and cards may be held in place in cooperating relation to openings formed through the upper sheet and manually moved so that sections thereof will be displayed through the openings during playing of the game.

Another object of the invention is to provide a game board which is of rigid formation and so constructed that disks and cards mounted therein may be readily moved to adjusted positions during playing of a game.

Another object of the invention is to provide player pieces of improved formation and also an improved holder for money-representing disks used during playing of the game.

Another object of the invention is to provide a game apparatus including an improved spinner removably mounted upon the board centrally thereof.

The invention is illustrated in the accompanying drawings wherein:

Fig. 1 is a view looking down upon the improved game board.

Fig. 2 is a sectional view taken through the board along the line 2-2 of Figure 1.

Fig. 3 is a fragmentary view looking down upon a portion of the game board.

Fig. 4 is a sectional view taken along the line 4-4 of Figure 3.

Fig. 5 is a view looking down upon one of a number of similar disks rotatably carried by the game board.

Fig. 6 is an edge view of the disk shown in Figure 5.

Fig. 7 is a view looking down upon one of a number of similar disks rotatably carried by the game board.

Fig. 8 is an edge view of the disk shown in Figure 7.

Fig. 9 is a perspective view of one of a number of cards slidably carried by the game board.

Fig. 10 is a perspective view of a fragment of the game board showing a slot through which the card in Figure 9 is displayed.

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Fig. 11 is a side elevation of one of a number of player pieces used during playing of the game.

Fig. 12 is a view showing a coin or counter holder principally in elevation and partially in section.

Fig. 13 is a view looking down upon one of the coins or counters removably carried by the holder shown in Figure 12.

The improved game apparatus constituting the subject matter of this invention consists briefly of a game board 1, a number of player pieces 2, and a suitable number of coin holders 3 upon which perforated disks or washers 4 representing money are stacked.

The game board 1 is of rectangular outline, as shown in Figure 1, and consists of front and rear sheets 5 and 6 and an intermediate sheet 7 disposed between the front and rear sheets and secured in face to face engagement where-with by glue or in any other suitable manner desired. These sheets are preferably formed of stiff cardboard, but other suitable materials may be used, and the game board may be a rigid one piece board or formed of sections which are foldably connected with each other along the broken line 8 if so desired.

The upper or outer surface of the front sheet 5 is marked as shown in Figure 1, and referring to this figure, it will be seen that its corner portions are set off by diagonally extending lines 9 to form triangular corner sections or areas 10 designated Lucky Number, as shown at 11. Opposite the corner sections the front sheet is marked to form areas 12, each of which is divided into three sections 13, and these areas 12 are spaced from side sections or areas 14 and 15 by diagonally extending sections or spaces 16. The areas or sections 14 are separated from each other by spaces or sections 17 and each divided into two sections 18 while the side sections 15 are divided to provide end sections 19 and an intermediate section 20. The sections 12, 14, and 15 are gradually reduced in width towards their inner ends and terminate in spaced relation to the center of the board and thus provide a central area 21 bounded by inner ends of the said sections.

Six of the strips or sections 16 which divide the sections 12, 14, and 15 from each other are identified by the marking Curbmarket, as shown at 22; the other two sections 16 and one of the sections 17 are identified by the marking Brokers Office and instructions to buy stocks, as shown at 23 and 23', and the other section 17 bears the identification Stock Exchange, as shown at

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24, and in addition the words Start Here 25 and instructions to buy \$40 worth of stock, as shown at 26. In all of the sections 13, 18, 19, and 20 appear the names of various stocks to be bought and sold during playing of the game together with the market values of the said stocks, as shown at 27 and 28, and in one of the sections is printed the word Dividend as shown at 29, it being understood that the word Dividend may be printed in additional sections if so desired.

Each of the sections is formed with inner and outer segmental openings 30 and 31 disposed opposite circular openings or sockets 32 formed in companion portions of the intermediate sheet or ply 7 of the board and through these openings 30 and 31 are displayed segments of circular disks 33 and 34 which rotatably fit into the sockets and are provided with handles 35 and 36 projecting outwardly through apexes of the openings 30 and 31 so that they may be grasped and the disks readily turned to positions in which selected segmental portions of their front faces are displayed through the openings. Inner ends of the handles have been shown seated in perforations 37 formed in the rear sheet 6 so that the disks will be centered in the sockets and caused to turn easily. One segmental section 38 of each disk 33 is colored black and its other sections have marked thereon the numbers 10, 20, 30, 40, and 50 and each disk 34 has one of its sections 39 colored black and its other sections of contrasting colors which may be red, green, brown, blue, and yellow, or any other contrasting colors desired. Across inner ends of the sections 12, 14, and 15 are formed transversely extending slots 40 through which are visible cards 41 which fit into openings or sockets 42 formed in the intermediate sheet 7 having upon their front faces the words Common, Preferred, and Margin which are arranged one above another, as shown in Figure 9, and indicated at 43, 44 and 45. Slots are not provided across sections bearing the names of mining companies as they are always preferred stocks. Each card is provided with a handle 46 which projects forwardly from its center and passes through the companion slot 40 midway the length thereof so that it may be grasped and the card shifted vertically to positions in which the markings upon its front face will be selectively displayed through the slot. Notches 47 are formed midway the length of the slot in its upper and lower edges to accommodate the handle when it is moved to shift the card and cause display of the word Common or the word Margin.

One of the playing pieces 2 is used by each player during playing of the game. These playing pieces are of duplicate construction and each has a vertically disposed body 48 which has been shown circular in cross section and formed close to its lower end with a circumferentially extending slot 49 defining a base 50 connected with the body by a neck 51. The upper end portion of the body is of reduced diameter in order to form a head 52 by means of which the player piece may be readily lifted and moved from one place to another piece in front of a player. The player pieces correspond in number to the number of colored sectors of the disks 34 and are correspondingly colored except that no black player piece is provided. The coin holder 3 has a base board 53 carrying upwardly projecting pins or stems 54 of such diameter that the washers or disks 4 representing coins may be readily slid onto or off of the stems and upper ends 55 of the stems are reduced and threaded to receive winged nuts 56 by means of which the washers are held

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upon the stems when the game apparatus is not in use. The coins are of three values, \$500, \$100 and \$10, and formed of brass, steel and iron in order to distinguish them from each other.

In order to determine plays to be made during playing of the game there has been provided a spinner 57. This spinner consists of a dial 58 and an arrow 59 mounted loosely about a pin 60 and held in spaced relation to the front surface of the disk by a spacer 61 so that it may turn freely about the pin. The dial or circular disk 58 is removably held flat against the game board within the center area thereof by clips 62 mounted against the game board. The front surface of the dial is divided by radially extending lines to form nine spaces 63 numbered respectively 1 to 9 and also to form three narrow spaces 64 from each other equal distances about the dial and a group of narrow spaces 65, 66, and 67. The narrow spaces 64 bear the inscription "get stock free" together with the value of the stock to be received. The space 65 bears the inscription "go to lucky number," the space 66 bears the inscription "go to curb market," and the space 67 bears the inscription "go to stock exchange." At their outer ends the sections 64 are provided with stars 63 which are of contrasting colors which may be red, silver, and gold, or any other colors desired, and the sections 63 have their outer end portions set off by arcuate lines 69 and thus provided with arcuate areas which are divided to form three sections 70. One of the sections or spaces 70 is blank but in the other two stars 71 and 72 of contrasting colors which may be green and blue, or any other colors desired. The blank spaces and the blue and red stars on each number are used when landing on curb market.

When this game is being played the board is placed upon a table and the players sit about the table and place their player pieces 2 of selected color in front of them, where they are held by engagement with end portions of handles of the stock disks 33 or the player disks 34. Coin holders 3 containing an equal number of coins are given to the players who unscrew the winged nuts 56 so that the coins 4 may be removed from the stems 54 as needed. The players then each select a different number 1 to 9 upon the dial as his lucky number, which is kept as his lucky number throughout playing of the game, and may write this number upon a piece of paper or merely remembers it. Any time he spins this number he goes to his lucky number space and spins again and begins his move at any of the three spaces in front of the lucky number or the curb market next to it and buys the stock he chooses to land on. If he spins his number on the green star he gets the stock free. The disks 33 and 34 are then all turned to positions in which their black sections show through the openings 30 and 31 and the cards 41 all slid to a position in which the word "preferred" upon their center sections 44 show through the slots 40 in the board. The black sections showing through the openings 30 indicate that all stocks belong to the stock exchange. The stocks are bought in blocks of ten shares and when a player buys one of the stocks appearing in the sections shown in Figure 1, he pays to the stock exchange ten times the cost of a single share accompanying the names of the stock bought. The stock bought is determined by action of the spinner. A player starts his play by placing his playing piece 2 at the space or section 17 marked "stock exchange" and then spins the arrow. When the arrow comes to a stop over

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one of the sections of the dial bearing the numerals 1 to 9, he moves his playing piece a corresponding number of the radially extending spaces or sections of the game board from the space 17 and at this space turns the disk 33 until the number 10 appears in the opening 30 and also turns disk 34 until the color of his player appears through the opening 31. This indicates that he has bought ten shares of the stock named upon the section and he then removes the proper number of coins from the stems of his coin holder and puts the money on the moving holder of the stock exchange. The card 41 is then moved to a position in which the word "preferred" appears as all players buy preferred stock until fifty shares of two or three related stocks are owned. When the fifty shares of related stocks are owned by the player whose color shows through the opening 31 the card is moved to a position in which the word "Common" is disclosed. When the stock owned is common stock, double dividends are earned on a group of two companies and triple dividends carried on a group of three companies. After the stock becomes common stock, all stock of the same companies obtained is common stock. If the arrow stops upon a space or section and points towards the blank space 70, ten shares of stock are bought. If the arrows point towards a green star 73, an extra spin is obtained, but only one extra spin is allowed during a play. If the arrow stops over one of the narrow sections 64, stocks of a stated value are obtained free and if the arrow stops over one of the spaces 65, 66 or 67, directions printed thereon are followed and the player goes to his lucky number or to the stock exchange or the curb market.

When player pieces land upon the various stocks dividends are paid or collected according to the notations thereon. Mining stocks are desirable as they are high priced stocks and pay high dividends. The dividend on ten shares of stock is the price of one share plus \$10. Thus, a stock having a value of \$30 produces \$40 as its dividend for ten shares. Twenty shares of stock produces twice the dividend for ten shares plus \$10 which is \$90, the dividend for thirty shares is twice that of twenty shares or \$180; the dividend for forty shares is twice that of thirty, or \$360; and the dividend for fifty shares is twice that of forty shares, or \$720. Mining stocks are always preferred stocks but as their value is higher they pay higher dividends. Two mining stocks produce double dividends, three produce triple dividends, and four times the dividend if all four are owned. Blocks of two related stocks across which the slots extend pay double dividends and blocks of three related stocks pay triple dividends when fifty shares are owned and they are common stocks. There are ten groups of two related stocks and two groups of three related stocks.

There are two ways to win the game, one of which is to bankrupt the other players which is the way the game is generally won, and the other way being to accumulate a certain number of shares of stock. A player can win by accumulating 850 shares for two players, 650 shares for three players, 500 shares for four players and 400 shares for five players. If a player becomes bankrupt any stock he has goes back to the stock exchange for purchase by the other players. A player cannot owe the stock exchange any money but he can borrow from other players a total of \$500 which must be paid back by the time play has gone around the board once. If a player

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does not have enough money to pay, he can sell some of his stock or transfer any common stock already owned to margin and get one-half its value from the stock exchange. If during the game free stock is obtained and the stock is not obtainable, or the player needs money more than the stock, he can have the cash value of the stock. In case a player lands upon a space occupied by another player, the other player receives a special dividend, the amount on ten shares of that stock. If a player desires to buy stock owned by another player, the other player may sell it to him at a price not exceeding five times its value. If at any time during playing of the game a player gets free stock or lands on a space to buy stock at a certain price, he must receive or buy a stock that he already owns some of, unless he does not own any stock at that price.

Having thus described the invention, what is claimed is:

1. A game apparatus including a board having top and bottom sheets secured in flat face to face engagement with an intermediate sheet, the top sheet having its upper face marked to define sections formed with segmental openings and certain of the said sections being formed with transverse slots bridging the same, the intermediate sheet being formed with circular openings with which the segmental openings of the top sheet communicate and being also formed with rectangular openings with which the slots of the top sheet register, opposite side edges of said slots being formed with notches midway their length, circular disks rotatably fitting into the circular openings of the intermediate sheet and having upper faces marked with indicia, handles projecting from centers of the circular disks outwardly through the segmental openings in the top sheet and by means of which the circular disks are turned to selectively display indicia upon their upper faces through the segmental openings in the top sheet, rectangular cards fitting into the rectangular openings in the intermediate sheet and slidable therein and having their upper faces provided with sections bearing indicia, and handles extending from the cards through the slots in the top sheet and by means of which the said cards are adapted to be slid to positions selectively displaying indicia upon their upper faces through the slots of the top sheet, the handles of said cards engaging in the notches of said slots when the cards are shifted to adjusted positions.

2. A game apparatus including a board having a top sheet and a sheet under the top sheet, the top sheet being marked to define playing spaces through which openings and transversely extending slots are formed, the sheet under the top sheet being formed with pockets with which the openings register and also with pockets with which the slots register, disks rotatably mounted in the first pockets and having handles projecting upwardly through said openings, upper faces of said disks being marked with indicia selectively displayed through the openings by turning the disks, cards fitting into the second mentioned pockets and slidable therein between opposite side edges thereof and bearing indicia upon their upper faces, and handles for said cards projecting outwardly through said slots and constituting means for shifting the cards to positions in which indicia upon the cards is selectively displayed.

3. A game apparatus including a board having an upper surface divided into playing spaces through which inner and outer segmental open-

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ings are formed, certain of said playing spaces also having transversely extending slots formed through them and defining groups of predetermined numbers, the playing board being formed with circular pockets under the segmental openings and with rectangular openings back of said slots, circular disks rotatably mounted in the circular pockets and having upper faces provided with indicia spaced from each other circumferentially thereof, handles extending from said disks through the segmental openings at inner ends thereof and constituting means for turning the disks and selectively displaying indicia through the segmental openings, rectangular cards fitting into the rectangular pockets and slidable therein to adjusted positions between opposite side edges thereof, said cards each having a plurality of indicia upon its upper surface, and handles extending from the cards through

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said slots and constituting means for sliding the cards to adjusted positions for selectively displaying their indicia through the slots.

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